

TYPES OF SHOTS

Coverage

Refers to shooting all needed angles and masters for a particular video project. You want to get good “coverage” so you will have enough material to choose from in the edit session. Camera shots can be long, medium, close up, extreme close up. You may or may not use a camera move during the shot. Often it is not necessary and simply confuses the story.

Establishing Shots

This shot “establishes” the scene. It may be the front of a building or other location. It may be used in the scene or for a title prior to the actual piece. This is usually done as a “locked off master,” otherwise known as shooting a wide shot with the camera on the tripod.

Master

This shot is as tight a shot as possible on the total action in a scene. If two people are talking, then this would be a shot framed such that both people are in the shot. This shot is usually locked off on sticks and is best done when there are two cameras.

Long Shot

Medium Shot

Close Up

Get a close up on the person. A head shoulder shot. Tighter if more intense like an interrogation; looser if friendly like a city council meeting.

Over the Shoulder

Shoot both ways. The one person talking and reacting; then the other person talking and reacting.

Extreme Closeup

Use this for an angle on specific action like writing on a piece of paper or when someone’s eyes say something in the story.

Angle On Action

Refers to a shot that must be included as a cut away. A shot that shows the audience specific action perhaps while the people talking are continuing on.

TYPES OF CAMERA MOVES

Handheld

When a person holds the camera in hand while shooting. This often works best when camera chooses a fixed point in the horizon; focuses; and then zooms out while slowly panning to the action. This technique reduces visible shakey camera movement. Also check and set the camera's image stabilizer if applicable.

Locked Off on Sticks

This refers to a camera which is on a tripod and "locked" off on the shot. This is a must when shooting an object, graphic or perhaps an establishing shot. Pictures that you must have absolutely still.

Pan

This refers to a shot where camera starts at the left and pans to the right or vice versa. May or may not be on a tripod, but usually the cleanest shot is achieved by using one.

Tilt

Refers to up and down movement of the camera, usually while its on a tripod.

Zoom

This is achieved by using the toggle button on the camera to zoom the image in tighter or looser. Best if on a tripod and if shot requires such a move.

Dolly

Refers to a type of shot achieved when a camera is mounted on a cart pushed along a track. This has been achieved by using a skateboard, pvc pipes and other type rigs, not to mention pro gear.

Push

This refers to a dolly shot where the camera moves to the action.

Pull

This refers to a dolly shot where the camera moves away from the action.